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	L10	18 and metadata	1
	L9	tree same node\$1 same parent\$1 same (child or children) and (dividing or divide or divided or partition or partitioning) and normal\$4 same weight\$3 same (combine or combined or combining)	7
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Index nesting - an efficient approach to indexing in object-oriented databases Beng Chin Ooi, Jiawei Han, Hongjun Lu, Kian Lee Tan

August 1996 The VLDB Journal — The International Journal on Very Large Data Bases. Volume 5 Issue 3

Full text available: pdf(455.77 KB) Additional Information: full citation, abstract, index terms

In object-oriented database systems where the concept of the superclass-subclass is supported, an instance of a subclass is also an instance of its superclass. Consequently, the access scope of a query against a class in general includes the access scope of all its subclasses, unless specified otherwise. An index to support superclass-subclass relationship efficiently must provide efficient associative retrievals of objects from a single class or from several classes in a class hierarchy. This p ...

Keywords: Indexing structures, OODB, Query retrieval

2 A Computational Database System for Generation Unstructured Hexahedral Meshes with Billions of Elements



Tiankai Tu, David R. O'Hallaron

November 2004 Proceedings of the 2004 ACM/IEEE conference on Supercomputing

Full text available: pdf(222.13 KB) Additional Information: full citation, abstract

For a large class of physical simulations with relatively simple geometries, unstructured octree-based hexahedral meshes provide a good compromise between adaptivity and simplicity. However, generating unstructured hexahedral meshes with over 1 billion elements remains a challenging task. We propose a database approach to solve this problem. Instead of merely storing generated meshes into conventional databases, we have developed a new kind of software system called Computational Database System ...

3 <u>Database theory, technology and applications (DTTA): Hierarchical binary histograms</u> for summarizing multi-dimensional data



F. Furfaro, G. M. Mazzeo, D. Saccà, C. Sirangelo

March 2005 Proceedings of the 2005 ACM symposium on Applied computing

Full text available: 📆 pdf(366.99 KB) Additional Information: full citation, abstract, references, index terms

The need to compress data into synopses of summarized information often arises in many application scenarios, where the aim is to retrieve aggregate data efficiently, possibly

trading off the computational efficiency with the accuracy of the estimation. A widely used approach for summarizing multi-dimensional data is the histogram-based representation scheme, which consists in partitioning the data domain into a number of blocks (called buckets), and then storing summary information for each blo ...

Keywords: histograms, multi-dimensional data, range queries

Rendering: Improved compression of topology for view-dependent rendering Christopher Zach, Markus Grabner, Konrad Karner April 2004 Proceedings of the 20th spring conference on Computer graphics



Full text available: notice (350.75 KB) Additional Information: full citation, abstract, references

We present a simple and efficient representation to store and transmit connectivity data of view dependent meshes for out-of-core rendering of large datasets. Resident mesh data available for rendering is organized as vertex tree to support real-time visualization of huge models. Our approach is not restricted to manifold meshes and can be used in the presence of non topology-preserving refinement operations as well. In contrast to progressive mesh compression our representation allows select ...

5 Exploiting 2D concepts to achieve consistency in 3D GIS applications Gerhard Gröger, Lutz Plümer



November 2003 Proceedings of the 11th ACM international symposium on Advances in geographic information systems

Full text available: pdf(420.63 KB) Additional Information: full citation, abstract, references, index terms

This article provides a formal data model to cover many 3D applications in GIS. It is based on a 2D model and preserves the algorithmic and conceptual simplicity of the 2D case as much as possible. Integrity axioms quarantee the consistency of the model in a mathematically provable way. These axioms are effectively and efficiently checkable by automatic procedures. The model extends Digital Terrain Models by allowing for vertical walls and projections like balconies or ledges. The conceptual sim ...

Keywords: 3D, GIS, axioms, completeness, consistency, correctness, maps

On the expressive power of database queries with intermediate types Richard Hull, Jianwen Su



March 1988 Proceedings of the seventh ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems

Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings

The set-height of a complex object type is defined to be its level of nesting of the set construct. In a query of the complex object calculus which maps a database D to an output type T, an intermediate type is a type which is used by some variable of the query, but which is not present in D or T. For each k, $i \ge 0$ we define CALCk, i

7 V-COLLIDE: accelerated collision detection for VRML Thomas C. Hudson, Ming C. Lin, Jonathan Cohen, Stefan Gottschalk, Dinesh Manocha February 1997 Proceedings of the second symposium on Virtual reality modeling language



Full text available: pdf(913.46 KB) Additional Information: full citation, references, citings, index terms

Keywords: collision detection, virtual reality modeling language (VRML)

Bucket-like space partitioning data structures with applications to ray-tracing F. Cazals, C. Puech



August 1997 Proceedings of the thirteenth annual symposium on Computational geometry

Full text available: ndf(1.43 MB)

Additional Information: full citation, references, citings, index terms

Construction and visualization of key term hierarchies



Joe Zhou, Troy Tanner

March 1997 Proceedings of the fifth conference on Applied natural language processing



Additional Information: full citation, abstract, references

This paper presents a prototype system for key term manipulation and visualization in a real-world commercial environment. The system consists of two components. A preprocessor generates a set of key terms from a text dataset which represents a specific topic. The generated key terms are organized in a hierarchical structure and fed into a graphic user interface (GUI). The friendly and interactive GUI toolkit allows the user to visualize the key terms in context and explore the content of the or ...

10 Session D: Virtual environments software: Using a multiple view system in a virtual environment to explore and interpret communication data sets André Hinkeniann



November 2001 Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation

Full text available: 📆 pdf(923.04 KB) Additional Information: full citation, abstract, references, index terms

We present a virtual environment (VE) where point-to-point radio communication data sets can be explored and interpreted. A data set can be viewed with multiple viewing options: spatial mode for an overview of the spatial relationship of the transmitters, abstract mode to recognize patterns in communication relations and hierarchical mode for viewing the structural organization of the participating communicators. It is possible to switch sequentially between the three views o ...

Keywords: Multiple View System, Virtual Environments, Visualization

11 Separation-sensitive collision detection for convex objects



Jeff Erickson, Leonidas J. Guibas, Jorge Stolfi, Li Zhang January 1999 Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms

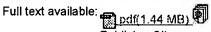
Full text available: R pdf(1.30 MB)

Additional Information: full citation, references, citings, index terms

12 Interactive out-of-core isosurface extraction

Yi-Jen Chiang, Cláudio T. Silva, William J. Schroeder

October 1998 Proceedings of the conference on Visualization '98



Additional Information: full citation, references, citings, index terms

Publisher Site

Keywords: interval tree, isosurface extraction, marching cubes, out-of-core computation,

scientific visualization

13 Logics capturing local properties

Leonid Libkin

January 2001 ACM Transactions on Computational Logic (TOCL), Volume 2 Issue 1

Full text available: pdf(186.32 KB) Additional Information: full citation, abstract, references, index terms

Well-known theorems of Hanf and Gaifman establishing locality of first-order definable properties have been used in many applications. These theorems were recently generalized to other logics, which led to new applications in descriptive complexity and database theory. However, a logical characterization of local properties that correspond to Hanf's and Gaifman's theorems is still lacking. Such a characterization only exists for structures of bounded valence. In this paper, we give logical ...

Keywords: counting, locality, logic

14 Object and query transformation: supporting multi-dimensional queries through code reuse



Byunggu Yu, Ratko Orlandic

November 2000 Proceedings of the ninth international conference on Information and knowledge management

Full text available: pdf(223.49 KB) Additional Information: full citation, references, index terms

Keywords: database systems, object transformation, point access methods, spatial access methods

15 Reports: Spatial, temporal and spatio-temporal databases - hot issues and directions for phd research



John F. Roddick, Erik Hoel, Max J. Egenhofer, Dimitris Papadias, Betty Salzberg June 2004 **ACM SIGMOD Record**, Volume 33 Issue 2

Full text available: pdf(1.15 MB)

Additional Information: full citation, abstract, references

Spatial and temporal database systems, both in theory and in practice, have developed dramatically over the past two decades to the point where usable commercial systems, underpinned by a robust theoretical foundation, are now starting to appear. While much remains to be done, topics for research must be chosen carefully to avoid embarking on impractical or unprofitable areas. This is particularly true for doctoral research where the candidate must build a tangible contribution in a relatively s ...

16 Locally lifting the curse of dimensionality for nearest neighbor search (extended abstract)



Peter N. Yianilos

February 2000 Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms

Full text available: pdf(924.06 KB) Additional Information: full citation, references, citings, index terms

17

Out of core methods: Out-of-core sort-first parallel rendering for cluster-based tiled displays



Wagner T. Corrêa, James T. Klosowski, Cláudio T. Silva

September 2002 Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization

Full text available: pdf(463.98 KB) Additional Information: full citation, abstract, references, citings

We present a sort-first parallel system for out-of-core rendering of large models on cluster-based tiled displays. The system is able to render high-resolution images of large models at interactive frame rates using off-the-shelf PCs with small memory. Given a model, we use an out-of-core preprocessing algorithm to build an on-disk hierarchical representation for the model. At run time, each PC renders the image for a display tile, using an out-of-core rendering approach that employs multiple th ...

¹⁸ A fully-dynamic data structure for external substring search

Paolo Ferragina, Roberto Grossi

May 1995 Proceedings of the twenty-seventh annual ACM symposium on Theory of computing

Full text available: pdf(1.20 MB) Additional Information: full citation, references, citings, index terms

19 Eavesdropping games: a graph-theoretic approach to privacy in distributed systems
Matthew Franklin, Zvi Galil, Moti Yung

March 2000 Journal of the ACM (JACM), Volume 47 Issue 2

Full text available: pdf(173.83 KB)

Additional Information: full citation, abstract, references, citings, index terms

We initiate a graph-theoretic study of privacy in distributed environments with mobile eavesdroppers ("bugs"). For two privacy tasks—distributed database maintenance and message transmission—a computationally unbounded adversary "plays an eavesdropping game," coordinating the moment of the bugs among the sites to learn the current memory contents. Many different adversaries are considered, motivated by differences in eavesdropping technologies. We characterize the fea ...

20 I/O-efficient algorithms for contour-line extraction and planar graph blocking Pankaj K. Agarwal, Lars Arge, T. M. Murali, Kasturi R. Varadarajan, Jeffrey Scott Vitter January 1998 Proceedings of the ninth annual ACM-SIAM symposium on Discrete algorithms

Full text available: pdf(1.89 MB) Additional Information: full citation, references, citings, index terms

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